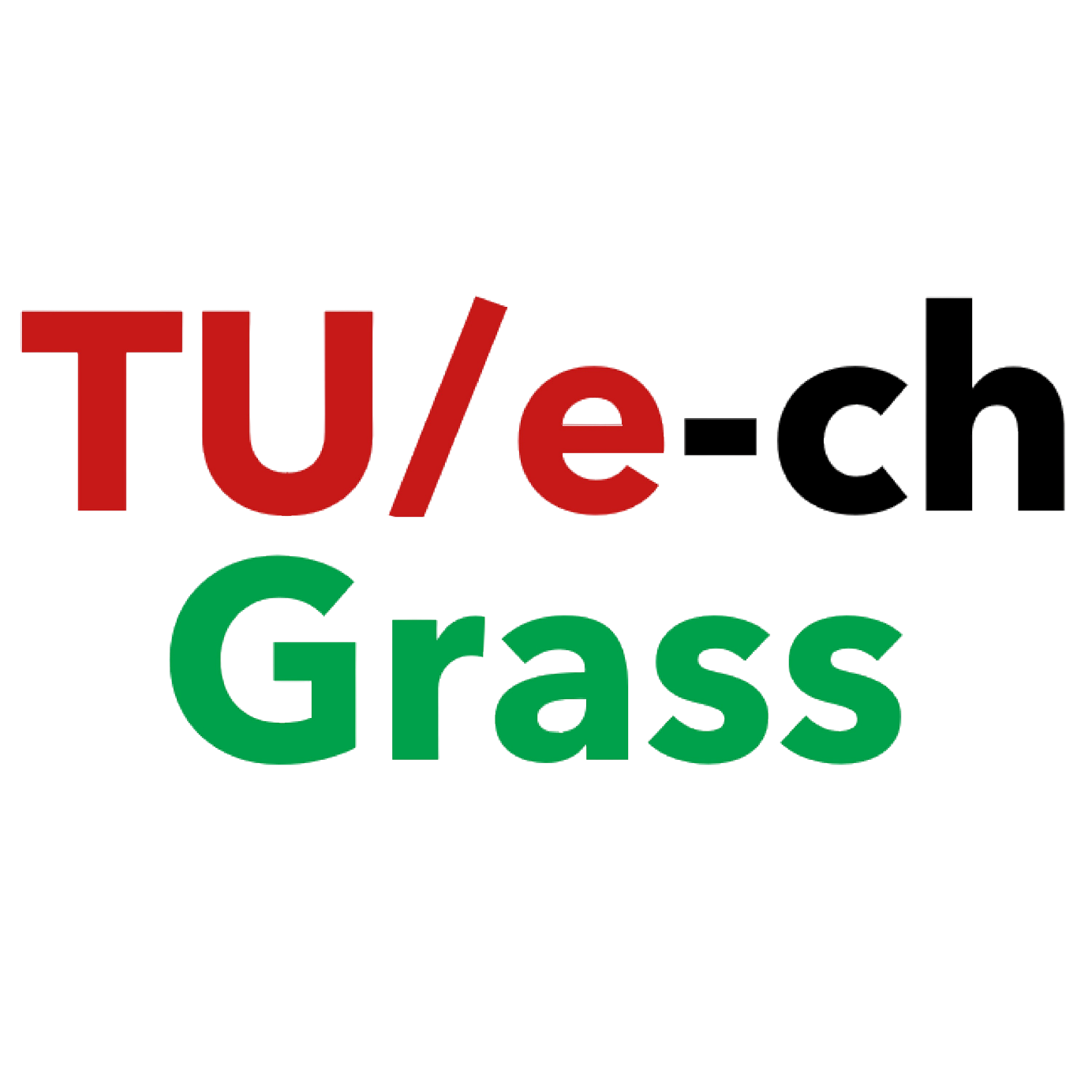
**DZC20 Report**

Small Team 3

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**What is TU/e-ch Grass?**

TU/e-ch Grass is an innovative first-person 3D puzzle/escape room game designed to introduce players to the basics of the world of computer science. The game is set within the floor of an abandoned office building divided into three distinct sections. These 3 sections are Mathematics, Logic, and Programming mirroring the structure of courses at Eindhoven University of Technology (TU/e), where computer science students often tackle courses from each of these fields every quartile. The player’s ultimate objective? To touch grass – a playful reference to the ongoing stereotype that computer scientists spend all their time indoors in complete darkness, unwilling to go outside and connect with nature.

The moment the game begins, the player is hit with the final goal spread across the entire screen: "TU/e-ch Grass", immediatley making the player aware of the what they must achieve. The player begins in a dark, central room and is initially positioned facing a blocked off window and highlighted console aimed to be the first thing that grabs their attention. Upon interacting with the console, the window is uncovered revealing a beautiful field of lucious, green grass on the outside, further solidifying in the player the overarching goal of the game. To unlock access to the outside, the player must solve puzzles in each of the three sections of the map. Successfully completing these challenges rewards the player with pieces of a QR code. When assembled, the QR code provides the key to finally opening the window and touching the grass.

**Main Mechanics**

1. **Exploration and Puzzle Solving:** Players navigate three themed sections of the map: Mathematics, Logic, and Programming. Each section contains hands-on, action-based puzzles that encourage players to think critically and creatively and learn about the different concepts in each section.
   * **Mathematics Section:** Solve puzzles based on probability, graphs, and matrices.
   * **Logic Section:** Learn about the different boolean operators.
   * **Programming Section:** Experiment with algorithmic thinking and basic coding concepts.
2. **Progression Through Discovery:** Completing puzzles grants pieces of a QR code, representing milestones in the player’s journey. The game’s design encourages curiosity as clues to help learn and solve different puzzles are spread around the map.
3. **Immersion and Interactivity:** Players collect items, manipulate objects, and interact with the environment to solve puzzles, giving players a real sense of control and pride in their achievements.

**Target Group**

The target audience for TU/e-ch Grass are high school students, particularly teenagers considering their future university studies who have a liking for a mathematics and general problem solving. This group often seeks engaging ways to explore potential fields of interest, making interactive experiences like this an ideal way of presenting the concepts of computer science. The game’s playful approach to computer science aligns with their natural curiosity and fondness for digital entertainment.

**Why Will They Like It?**

1. **Relatable Humor:** The concept of touching grass taps into meme culture - something that resonates deeply with most teenagers. This comical addition to the game can therefore increase overall engagement and retention in educational settings.
2. **Gamified Learning:** The puzzles in TU/e-ch Grass are designed to subtly introduce fundamental concepts in mathematics, logic, and programming, making the game both fun and educational as gamification has been shown to improve motivation and learning outcomes, especially among younger audiences.
3. **Sense of Achievement:** Completing puzzles and assembling the QR code provides a clear sense of progression and accomplishment. This feedback loop is crucial for sustaining motivation and developing a positive learning experience.

**Addressing the Stereotype**

We are fully aware of the negative aspect of the stereotype that computer scientists are socially isolated and "don’t touch grass". However, knowing the target group are teenagers, most likely aware that this is just a joke rather than an accurate description of computer scientists, they are likely to find this as more of a playful addition, rather than see this as a legitimate reason not to go on to study computer science